
STAR WARS
GALAXIES™
TRADING CARD GAME
THE PRICE OF VICTORY

The Price of Victory Campaign

You are at the Battle of Hoth when the evacuation of Echo Ease leads to General Crix Madine being captured by Imperial Snowtroopers. The Alliance uses any measures necessary to follow his path. The trail leads to the Tyrant, the depths of space, and then to Cloud City.



Light Side Campaign: Rescue General Madine

When the evacuation of Echo Base during the Battle of Hoth leads to General Crix Madine being captured by Imperial Snowtroopers before he is able to evacuate, the Alliance takes any measures necessary to follow his path.



Scenario 1: Imperial Entaglements

You're defending a trench at the Battle of Hoth when Wedge Antilles gives you a special mission.





'Keep your heads down!' says Wedge Antilles. You're in a trench at the Battle of Hoth. Fresh from bringing down an AT-AT with his snowspeeder, Wedge has taken command of your detachment while the evacuation from Echo Base continues. A group of Imperial snowtroopers heads toward your emplacement while your unit lays down covering fire. 'Concentrate your fire on that squad to the right,' says Wedge.

An Echo Base trooper gives his comlink to Wedge. He speaks into if for a moment, and then springs into action. 'Come with me!' says Wedge, pointing at you. Grabbing your weapon, you follow him out of the trench as he jumps into his snowspeeder.

'General Madine has been taken by the Imps,' says Wedge. 'We're going to get him back.' He flips a few switches and the snowspeeder rises into the cold air of Hoth. You can see the battle still raging, as stormtroopers fire on the entrenched Rebels. From behind Echo Base, you see an Alliance transport blast away into the sky.

Your snowspeeder races across the icy plains. 'Squad of snowtroopers at three o'clock,' you say to Wedge. 'Good eye,' he says. 'I'll put the speeder down behind that ridge.' With a deft maneuver, Wedge lands your vehicle on the hard packed snow with a thud.

Looking over the ridge, you see General Madine in binders along with two members of his personal staff. The snowtrooper squad is led by a captain in Imperial uniform. The group heads for an Imperial shuttle a few hundred meters away.

'We've got to act fast,' you whisper to Wedge. 'Agreed,' says the Rebel officer, as he bounds over the ridge. He rushes forward, pulling his blaster as he runs. You follow him at a dead run towards the Imps.



You've rescued both members of Madine's staff that were captured with him. Unfortunately, that Imperial officer, Captain Brek, got away with the general himself. Before you can act, the two of them reach the waiting shuttle and it takes off into the wintry sky.

'This is no good,' says Wedge. 'Where did they say they were taking him?' you ask of the general's aides. 'Aboard the Tyrant,' says one. 'They're gonna take him to a prison on Dathomir!' says the other.

'I'll stay here with these two,' says Wedge. 'You take my speeder and get back to Echo Base. Tell Toryn Farr that you have to get aboard the Tyrant.'

'I can't fly a snowspeeder...' you say.

'It's easy, look here,' says Wedge, pointing in the cockpit as you get in. 'Throttle here, that's the stick.' He claps you on the shoulder and says with a grin, 'You'll be fine.'

The cockpit slams shut as you ease forward the throttle and pull back the stick. You rise uneasily into the air, and put the snowspeeder into a wide bank. Below, you see Wedge and the two aides waving. You punch the throttle and fly away towards Echo Base.



Scenario 2: Aboard the Tyrant

Battle a squad of Imperial Navy troopers led by a Sith to free General Madine.





Over the snowspeeder's comlink, you hear the anxious chatter. 'T-47 comin' in hot!' says one. 'Get the fire crews ready!' says another. 'I don't see gear down,' says a third. You fumble for the gear switch and hear the landing struts lock.

Your wobbly landing is a hard one, and the snowspeeder skids sideways on the metal surface of the Echo Base hangar. You screech to a halt with the starboard wing just inches from the wall. A deck officer says, 'What are you doing flying a T-47?'

'Wedge Antilles sent me back,' you say. 'I've got to see Toryn Farr.' The deck officer says, 'Alright then. Come this way.' He leads you through the corridors of Echo Base to the ion cannon control room.

'Chief?' says the officer as he leads you in. 'I'm very busy,' says the young officer as she turns to face you. 'Wedge Antilles said to tell Toryn Farr to get me aboard the Tyrant,' you say.

'Is that right?' says Toryn Farr. 'Well, you're in luck, I'm the one who makes that happen.' She turns to another technician. 'Target the Tyrant now. Fire!' she says. The room shudders with a blast from the heavy ion cannon above. The deck officer says, 'Come on, there's a shuttle ready in the hangar.'

Soon, you're boarding the Imperial Star Destroyer Tyrant with a squad of Rebel commandos. You've got to battle your way to the brig through a group of Navy troopers. Suddenly, a red lightsaber ignites and you see a dark-robed Sith among them. You get a bad feeling about this.



It's a fierce firefight, and when your troopers get the upper hand, the Sith escapes to another part of the starship. 'Glad to see you,' says Crix Madine as you open the door to his cell. 'Your aides are safe,' you say. 'Let's get out of here. General.'

In the docking bay, you commandeer a Lambda-class shuttle and return to the surface of Hoth. The battle is winding down and evacuations are nearly complete. A shuttle takes you aboard the Mon Calamari cruiser Champion that is heading for the Rendezvous Point.





Scenario 3: Clash in the Void

Jump into a snubfighter to defend your Mon Calamari cruiser from a TIE fighter attack.





Aboard the Mon Calamari cruiser Champion, you have evacuated from Hoth. Your next destination is the designated Rendezvous Point for the Alliance. You stand watch on the bridge as the ship prepares for the jump to lightspeed. Suddenly, alarms blare throughout the starship and the bridge crew members spring into action.

'Incoming starship,' says one scanner operator. 'Star Destroyer,' says another. 'Imperial-class... it's the Tyrant!' says a third. 'She's scrambling TIE fighters,' reports yet another technician.

'This is Captain Lennox of the Imperial Star Destroyer Tyrant,' says a voice over a comlink. 'You have General Crix Madine aboard. Give him to me, and I'll call off my attack.'

'There will be no deals,' says the captain of the Champion as he snaps off the comlink with the Tyrant. 'Launch fighters!' he says to the deck officer. Through the massive windows of the cruiser's bridge, you can see the X-wings and Y-wings of the ship's complement blasting into space.

'We've got to hold off the Tyrant long enough to make the jump to lightspeed,' says the captain. He turns to you and says, 'Get into a fighter and get out there!'

'I've had some basic flight training,' you say. 'Get into an X-wing! We need all the help we can get,' says the captain. 'Just stick by your wingman and you'll be fine.' A few minutes later, you're strapped into a snubfighter and flying into a space battle.



You're lucky enough to survive the space battle and even get your X-wing back aboard the Champion safely. 'They tell me you're not an experienced snub pilot,' says General Madine, who greets you in the docking bay. 'You have impressed me today. Join me in the Officer's Lounge when you're free.'

After your post-flight debrief, you make your way to the lounge. Wedge and Madine are both there already. 'Your callsign was Vapebait, I don't know if you knew that,' says Wedge with a laugh. 'But you came through with flying colors. Your wingman says you earned an assist on one of the TIE kills.' Good job!'





Scenario 4: City in the Clouds

Journey to the criminal underworld of Cloud City to meet with a gang of Ugnaughts.





You've arrived at the Rendezvous Point and you're included in a meeting of high-ranking Alliance officers. 'I overheard a coded message on the Tyrant,' says General Madine. 'With the help of slicers aboard the Champion, we've decoded it. The Tyrant received orders to move to Bespin and support an ambush of Rebel forces there.'

'We must find out the situation on Bespin as soon as possible,' says Wedge. Then he turns to you. 'Get to Cloud City and meet with one of our underground contacts. His name is Yoxgit.'

The next day finds you at Cloud City on Bespin, the floating facility originally built to service the tibanna gas mines of the planet. Disguising yourself as one of the locals, you descend into the lower levels of the city.

In a cantina filled with unruly Ugnaughts, you find your contact. He looks to be the leader of the gang. 'Yes, I am the one you seek,' he says in a whisper as he leans close. 'I was chosen because of my valuable community relations.' He waves his hand toward a table full of Ugnaughts nearby. They smile and raise their drinks.

'I was told that you were well paid for your loyalty,' you say. 'Tell me what you know about Imperial activity on Cloud City.'

'Here's what I can tell you,' says Yoxgit. 'I've looked at both sides of the situation, and I've decided that the Imperials will pay me even more credits when all you Rebels are killed! Get 'em, boys!'



The surviving members of Yoxgit's gang have run away. Their leader lies on the ground and cowers. 'I'll tell you what you want to know!' says Yoxgit. 'Don't kill me!' You don't bother to pursue the rest of his gang as they escape into the dark streets below Cloud City.



Scenario 5: Hunting the Hunter

Tangle with the best bounty hunter in the galaxy as he tries to escape with a precious cargo.



'Just put that blaster down! I'll tell you everything!' says the Ugnaught gang leader Yoxgit. 'I want to know about the Imperials,' you say. 'What are they doing on Cloud City? This is supposed to be an independent station.'

'It's the new administrator,' says the Ugnaught. 'Calrissian made a deal with Vader. He probably regrets it now! Anyway, one of your Rebels has been frozen in carbonite.'

'Frozen in carbonite? Who is it?' you say.

'I don't know why the Imperials are so interested in a Corellian smuggler,' says Yoxgit. 'His name is Solo. Han Solo.'

'He's a captain in the Alliance!' you say. 'We've got to rescue him. Where is he now?'

'A bounty hunter took possession of your frozen captain,' says the Ugnaught. 'Name is Boba Fett. You'd better hurry, he's making his getaway right now.'

They say Fett is the best bounty hunter in the galaxy. If he's working for the Empire, then the whole Rebel Alliance is threatened. You head for the landing pad and see a Firespray attack craft there. It's Boba Fett's Slave I, his personal starship.

The carbonite slab containing Solo's frozen body is moving towards the loading ramp, hovering on repulsors and escorted by stormtroopers. The swirl of a cape follows, revealing Boba Fett in full battle armor.

'Stop right there, Fett!' you say. 'You're not taking Solo anywhere!

'He's mine now!' says Fett. 'He's worth a lot to me, and you're not going to slow me down.' Fett's jetpack ignites and as he rises, he fires his blaster.



Boba Fett is a formidable enemy. Aided by a squad of Imperial stormtroopers, he holds off your attack. When the Imperials are finally defeated, Fett makes good his escape, taking the frozen carbonite body of Han Solo aboard Slave I. All you can do is watch helplessly while his ship rises from the docking pad and then blasts away into space.

'That's what the Imps were up to on Cloud City then,' says Wedge over the comlink. 'Now we know that Fett has Captain Solo, we can get started on a plan to rescue him. You've been an asset to the Alliance. Return to the Rendezvous Point. We have an officer's commission waiting for you. There's a lot of work still to be done if we're going to defeat the Empire.'



